

~~SECRET~~/CONTROL - U.S. OFFICIALS ONLY

25X1

CENTRAL INTELLIGENCE AGENCY
1/ Annex

Legend to annex

Pre-Zone

- 1 Guard at the main gate
- 2 Military headquarters and guard at the inner gate
- 3 Cantonment buildings for guard personnel
- 4 Culture House for guard personnel (play room, library, motion picture theatre)
- 5 Officer's billets
- 6 Officer's mess
- 7 Bakery
- 8 Filling station
- 9 Food storage
- 10 Heating
- 11 Administration (book-keeping office)

Zone I:

- 12 Headquarters (German administration)
- 13 Laundry
- 14 Kitchen
- 15 Showers
- 16 Barber
- 17 Theater

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CENTRAL INTELLIGENCE AGENCY
2/ Annex

- 18 Detention room
- 19 Quarantine
- 20 Truck garden
- 21 Physicians
- 22 Mortuary
- 23 through 28 Hospital
- 29 through 33 Tuberculosis and dystrophy wards
- 34 through 89 Cantonment buildings for internees and convicts

Zone II:

- 90 Headquarters (German administration)
- 91 Showers
- 92 TD hospital
- 93 through 126 Cantonment building for convicts

Workshop Zone:

- a Timber yard (carpenter, joiner, locksmith, storage)
- b Heike Yard (automobile repair shop, smith, tailor, shoemaker)
- c Commander's Yard (magazine for guard detail)
- d Old crematory
- e Cemetery (15 common graves)

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